



SONIC FACTION



— PULL THE TRIGGER —

Reference Manual

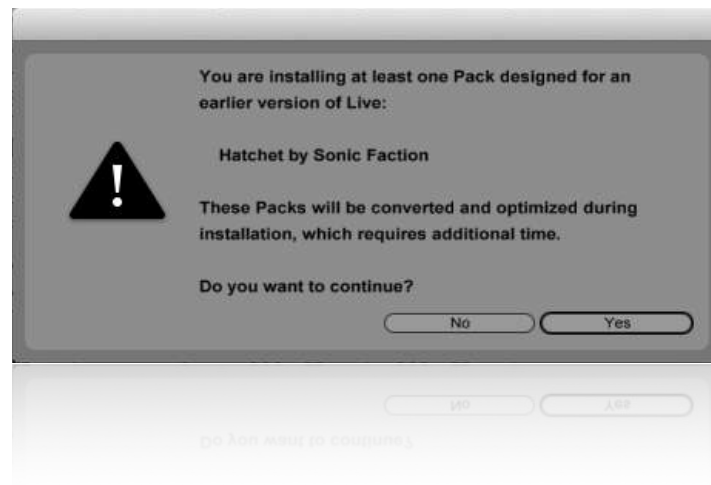
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Installation

YOU MUST HAVE ABLETON LIVE 9.1 AND MAX FOR LIVE 6.1 TO USE Beatdown.

- 1) Locate the SonicFaction_Beatdown_v3.0.alp in your browser.
- 2) Click to Install.
- 3) When prompted with the message, “You are installing at least one Pack designed for an earlier version of Live... Do you want to continue,” click Yes.

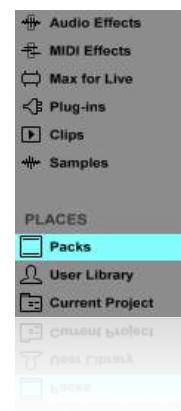


Live will automatically install Beatdown into your Live Library, once you have followed these steps.

Navigation

Once you have installed Beatdown, you can find it using Live’s built in browser by following the steps below:

- 1) Simply navigate to “Packs” located in the “Places” section and find the pack, “SF - Beatdown.”
- 2) Look inside the pack by hitting the disclosure triangle on the left side. From there click and drag the Beatdown.adg file from the browser onto an empty midi track.



Features

We've included the following features in Beatdown to make operation easy and intuitive.

- Sample Section
- Global Section
- Mixer Section
- LFO Section
- FX Section
- Preset Section



Sample Tab



Select: Selects the cellular sample.

Tune: Determines the tune of the drum cell in semitones.

Factory/User: Determines whether or not you are using factory samples or a user sample.

Loading User Samples:

- 1) Open the device by clicking the show/hide devices button located on the right of the instrument.
- 2) Select the drum cell in which you would like to drop a user sample and drop in the empty window.



Loop: Determines whether or not the sample is being looped or being played as a one shot.

Sync: Determines whether or not the drum cells' loop will be synced.

Sample Start: The line located over the sample display window while not in loop mode; determines where the start point is in the sample.

Sample Loop: When in Loop mode; determines the start and endpoint of the loop.

Reset: Resets the start point and end point.

Reverse: Reverses the selected cellular sample.

Pan: Controls where the cellular sample lies within the stereo field.

Vol: Controls the selected drum cell's volume.

Freq: Controls the cellular filter's cutoff frequency; the frequency where the filter begins to attenuate signals.

Filter Type: Controls the cellular filter type. Options are low pass, band pass, high pass, and notch.

Res: Controls the cellular filter's resonance; places emphasis on the frequencies around the filter's cutoff frequency.

FM Amount: Controls the cellular intensity of your sample modulation.

FM Type: Controls the cellular modulator waveform.

FM Tune: Controls the cellular coarse tuning of the modulator wave.

Ring Mod: Sets the coarse ring modulation frequency.

Amp Envelope

Amp Velocity: How much influence MIDI note velocity will have on the drum cell's volume.

A (Attack): The amp envelope attack time; The time it takes for the amplitude to travel from it's initial value (-inf db) to it's peak value (0 db).

D (Decay): The amp envelope decay time; The time it takes for the amplitude to travel from it's peak value (0 db) to the sustain level.

S (Sustain): The amp envelope sustain level; the level reached at the end of the amp envelope decay period.

R (Release): The amp envelope release time; the time it takes the amplitude to travel to the end value (-inf db) after a note has been released.

Filter Envelope

Amount: Filter envelope amount; Determines how much influence the filter envelope has on the filter's cutoff frequency.

A (Attack): The filter envelope attack time; The time it takes for the cutoff to travel from it's initial value (determined by the filter's cutoff) to it's peak value (determined by the filter amount).

D (Decay): The filter envelope decay time; The time it takes for the cutoff to travel from it's peak value (determined by the Filter amount) to the sustain level.

S (Sustain): The filter envelope sustain level; the level reached at the end of the filter envelope decay period.

R (Release): The filter envelope release time; the time need to travel to the end value (determined by the filter's cutoff) after a note has been released.

Pitch Envelope

Amount: Determines the limits of the pitch envelope in semitones.

A (Attack): The pitch envelope attack time; The time it takes for the pitch to travel from it's initial value (0%) to it's peak value (determined by the pitch amount).

D (Decay): The pitch envelope decay time; The time it takes for the pitch to travel from it's peak value (determined by the pitch amount) to the sustain level.

S (Sustain): The pitch envelope sustain level; the level reached at the end of the pitch envelope decay period.

R (Release): The pitch envelope release time; the time need to travel to the end value (0%) after a note has been released.

LFO

Rate: Controls the cellular LFO rate, in Hertz (cycles per second), or in a syncopated rate.

LFO Rate Mode: The button located under the rate dial; Here you can choose the LFO to run in Hz or be synced to the beat.

Type: Determines the LFO wave shape.

Retrigger: Resets the LFO to it's starting point on every new midi note.

Amp: Determines the depth of modulation for the drum cell's volume level.

Filter: Determines the depth of modulation for the drum cell's cutoff frequency.

Pitch: Determines the depth of modulation for the drum cell's pitch.

FX

Power: Turns the cellular compressor on and off.

Thresh: Controls the threshold level for the cellular compressor (6.0 db to -infinite db).

Ratio: Controls the ratio of the cellular compressor (1:1 to infinite:1).

Attack: Controls the attack time of the cellular compressor (.01 ms to 1 second).

Release: Controls the release time of the cellular compressor (1 ms to 3 seconds).

Shaper Intensity: Controls the cellular intensity of the shaper.

Shaper Type: Controls the cellular waveshaping curves.

Reverb Send: Sends the cellular signal to the reverb return track.

Delay Send: Sends the cellular signal to the delay return track.

Global Tab

This tab allows for global takeover, adjusting the parameters on all drum cells at once.



Select: Selects the global kit.

Tune: Determines the tune of the all drum cells in semitones.

Loop: Determines whether or not the drum cells are being looped or being played as a one shot.

Sync: Determines whether or not the loop will be synced.

Global Start: The line located over the display window while not in loop mode; determines where the start point is in the drum cell's sample.

Global Loop: When in Loop mode; determines the start and endpoint of the loop.

Reset: Resets the start point and end point.

Reverse: Reverses all drum cell's samples.

Vol: Controls the volumes of all drum cell's.

Freq: Controls all of the cellular filter's cutoff frequencies; the frequency where the filter begins to attenuate signals.

Filter Type: Controls all of the cellular filter types. Options are low pass, band pass, high pass, and notch.

Res: Controls all of the cellular filter resonances; places emphasis on the frequencies around the filter's cutoff frequency.

FM Amount: Controls all of the cellular intensities of your sample modulation.

FM Type: Controls all of the cellular modulator waveforms.

FM Tune: Controls all of the cellular coarse tunings of the modulator wave.

Ring Mod: Sets the coarse ring modulation frequency for all drum cells.

Amp Envelope

Amp Velocity: Determines how much influence MIDI note velocity will have on the drum cell's volume.

A (Attack): The amp envelope attack time; The time it takes for the amplitude to travel from it's initial value (-inf db) to it's peak value (0 db).

D (Decay): The amp envelope decay time; The time it takes for the amplitude to travel from it's peak value (0 db) to the sustain level.

S (Sustain): The amp envelope sustain level; the level reached at the end of the amp envelope decay period.

R (Release): The amp envelope release time; the time it takes the amplitude to travel to the end value (-inf db) after a note has been released.

Filter Envelope

Amount: Filter envelope amount; Determines how much influence the filter envelope has on the filter's cutoff frequency.

A (Attack): The filter envelope attack time; The time it takes for the cutoff to travel from its initial value (determined by the filter's cutoff) to its peak value (determined by the filter amount).

D (Decay): The filter envelope decay time; The time it takes for the cutoff to travel from its peak value (determined by the Filter amount) to the sustain level.

S (Sustain): The filter envelope sustain level; the level reached at the end of the filter envelope decay period.

R (Release): The filter envelope release time; the time need to travel to the end value (determined by the filter's cutoff) after a note has been released.

Pitch Envelope

Amount: Determines the limits of the pitch envelope in semitones.

A (Attack): The pitch envelope attack time; The time it takes for the pitch to travel from its initial value (0%) to its peak value (determined by the pitch amount).

D (Decay): The pitch envelope decay time; The time it takes for the pitch to travel from its peak value (determined by the pitch amount) to the sustain level.

S (Sustain): The pitch envelope sustain level; the level reached at the end of the pitch envelope decay period.

R (Release): The pitch envelope release time; the time need to travel to the end value (0%) after a note has been released.

LFO

Rate: Controls all of the cellular LFO rates, in Hertz (cycles per second), or in a syncopated rate.

LFO Rate Mode: The button located under the rate dial; Determines whether the LFO will run in a Hz time mode or be synced to the beat.

Type: Determines the LFO wave shape for all drum cells.

Retrigger: Resets the LFO to its starting point on every new midi note for all drum cells.

Amp: Determines the depth of modulation for the global volume level for all drum cells.

Filter: Determines the depth of modulation for the filter's cutoff frequency for all drum cells.

Pitch: Determines the depth of modulation for the pitch for all drum cells.

FX

Power: Turns the cellular compressor on and off for all drum cells.

Thresh: Controls the threshold level for the compressor (6.0 db to -infinite db) for all drum cells.

Ratio: Controls the ratio of the cellular compressor (1:1 to infinite:1) for all drum cells.

Attack: Controls the attack time of the cellular compressor (.01 ms to 1 second) for all drum cells.

Release: Controls the release time of the cellular compressor (1 ms to 3 seconds) for all drum cells.

Shaper Intensity: Controls the cellular intensity of the shaper for all drum cells.

Shaper Type: Controls the cellular waveshaping curves for all drum cells.

Reverb Send: Sends the cellular signal to the reverb return track for all drum cells.

Delay Send: Sends the cellular signal to the delay return track for all drum cells.

Mixer Tab



Cell Volume: The sliders; Determines the volume of each individual drum cell.

Pan: Controls where the cell sample lies within the stereo field.

Solo: Solo's the cell, muting all others.

Mute: Mutes the cell.

Sends

Reverb Send: Sends the signal of the cell to the reverb return track.

Delay Send: Sends the signal of the cell to the delay return track.

Drum Cell Numbers

- 1 = Kick 1
- 2 = Snare 1
- 3 = Closed Hat
- 4 = Open Hat
- 5 = Kick 2
- 6 = Snare 2
- 7 = Clap
- 8 = Rim
- 9 = Low Tom
- 10 = High Tom
- 11 = Cymbal
- 12 = Ride
- 13 = Perc 1
- 14 = Perc 2
- 15 = Perc 3
- 16 = Perc 4

LFO Tab

In this tab are 2 assignable low frequency oscillators.



LFO 1 Section

Rate: Controls the LFO 1 rate, in Hertz (cycles per second), or in a syncopated rate.

LFO Rate Mode: The button located under the rate dial; Here you can choose the LFO to run in Hz or be synced to the beat.

Note: for the sync rate to take effect, you must have Ableton playing.

Depth: Determines the depth of modulation for whatever you have assigned.

Assign: This drop down menu allows you to assign LFO 1 to many different Beatdown parameters.

Type: Here you can choose between various LFO wave shapes.

Hold: The button located to the right of the LFO 1 Type; will stop the modulation of LFO 1 and hold the depth wherever it was when you pushed the button.

Phase: Shifts the position of your oscillation in relation to it's origin.

Jitter: Adds a random variation offset (jitter) to the current value.

Offset: Allows you to determine the modulations center position.

Smooth: Smooths value changes over time.

LFO 2 Section

Rate: Controls the LFO 2 rate, in Hertz (cycles per second), or in a syncopated rate.

LFO Rate Mode: The button located under the rate dial; Here you can choose the LFO to run in Hz or be synced to the beat.

Note: for the sync rate to take effect, you must have Ableton playing.

Depth: Determines the depth of modulation for whatever you have assigned.

Assign: This drop down menu allows you to assign LFO 2 to many different Beatdown parameters.

Type: Here you can choose between various LFO wave shapes.

Hold: The button located to the right of the LFO 2 Type; will stop the modulation of LFO 2 and hold the depth wherever it was when you pushed the button.

Phase: Shifts the position of your oscillation in relation to it's origin.

Jitter: Adds a random variation offset (jitter) to the current value.

Offset: Allows you to determine the modulations center position.

Smooth: Smooths value changes over time.

Preset Section

In this tab you have the ability to choose factory presets, create random sounds, save and recall your own presets and morph between presets.



Factory Presets: To load a factory preset simply click the drop down menu under the word “factory” and select a preset from the list.

Random: The random button allows you to come up with random presets by randomly choosing 4 presets from the factory and user preset systems and morphing between them. It’s easy to come up with something new and great by clicking this button.

User Presets: This section allows you to save your own presets for later use and for preset morphing.

Saving User Presets: Once you have a sound you like it’s easy to save a preset. Simply hold shift and click an empty slot to save your preset.

Recalling User Presets: To recall a user preset, simply click the preset slot you wish to load.

Deleting User Presets: To delete a user preset slot, just hold shift + option and select the slot you wish to delete.

Note: Your presets will only save within 1 session. If you want to save your user presets for other sessions you must re-save the device. To do this simply click the floppy disk symbol on the bottom left side of the Ableton rack.



Morphing Presets: To morph between presets you must assign your presets to the corners of the morph box. To do this follow the steps below:

- 1) Select a preset from either the user or factory preset section.
- 2) Click one of the numbered buttons underneath the morph graph to load the preset to the corresponding node (1 to 1, 2 to 2 etc..).
- 3) Do this with again selecting a new preset and new number until you have clicked all 4 of the numbered buttons under the morph graph.
- 4) Click and drag on the morph graph to morph between presets.